



# CONFLUX™

PLAYER'S GUIDE

**MAGIC**  
The Gathering®

Illus. Jason Chan



# THE SHARDS COLLIDE

As you explore the *Conflux*<sup>™</sup> set—the second set in the *Shards of Alara*<sup>™</sup> block—you'll find that the plane is undergoing some . . . changes. Specifically, the five individual shards of the plane are barreling into each other, merging together into a single realm again. Naturally, that fusion is reflected in the *Conflux* set's themes and cards.



Illus. Zoltan Boros & Gabor Szikszai

## The Great Divide

The *Shards of Alara* set introduced this fractured plane's five shards: Bant, Esper, Grixis, Jund, and Naya (see pages 11–13). Within each shard, only three colors of mana existed, meaning that each one had its own distinctive play style. These mechanics continue in the *Conflux* set—if you've already got a Bant deck, for example, you'll certainly find some new goodies for it here!

Delve a bit deeper, and you'll find whole new strains of magic at work. As the Alara inhabitants realize that there are *five* colors of mana, not just three, they start to take advantage of the power inherent in the full spectrum—and so can you!






SHARD	COLORS
BANT	
ESPER	
GRIXIS	
JUND	
NAYA	




















# All for One and One for All

One of the primary methods to harness this new power is with “domain.” Each card with this popular mechanic (first seen in the *Invasion*™ set) ramps up in power based on the number of basic land types you’ve got among your lands in play. If you’ve got some Mountains and Forests, for example, your domain spell will be so-so. Add an Island and a Swamp, and now you’re cooking. Go all the way with a Plains too, and you’ll be churning up some maxed-out spells!






A more straightforward way to make use of all five colors is with cards that require \* to play!

\* is often pronounced “WOO-berg,” because the symbols are written as “WUBRG” in plain text.

Since Sliver Queen—the first \* card—appeared in the *Stronghold*™ set, only twenty-two other cards have been printed with mana costs or alternative costs that include all five colors . . . and six of them are *in this set!* If a card has the audacity to require all five colors, it’s got to be worth the effort. Well, from Maelstrom Angel’s promise of free spells, to Worldheart Phoenix’s eternal resurrection, to Progenitus’s “protection from everything,” these cards pack a powerful punch. Add in a few cards with \* activated abilities, and playing all five colors has never been so tempting!



## The Fix Is In

The *Conflux* set clearly dares you to play all five colors. But does it *help* you play all five colors? Absolutely! The *Shards of Alara* set was designed around the concept of three-color decks. If you’re already playing three colors, jumping to five isn’t that hard, especially if you need only one or two basic lands of each other type to give your domain cards a boost or help you play a \* spell.



# THE TEN COOLEST CONFLUX CARDS

by Mike Turian, *Conflux* lead developer



## 1. Nicol Bolas, Planeswalker

The biggest threat to Alara is also the biggest threat to your opponents. After stealing their creatures and destroying their other permanents, Nicol Bolas's ultimate ability drops on them with skull-crushing force. Bring out Nicol Bolas and watch him crush enemies in his claws.



## 2. Malfegor

Your hand is a small price to pay for the power Malfegor offers. Your opponents will be crying as they're forced to sacrifice their creatures. This underling of Nicol Bolas sends his condolences to those weaklings: *boo hoo*.



## 3. Progenitus

The elves of Alara made a good decision when they chose Progenitus as their god. Nothing will stop Progenitus once it finds its way onto the battlefield.



## 4. Noble Hierarch

The Bant mage will do well with Noble Hierarch. Use its mana ability to power out bigger and better creatures every turn, then watch as your Noble Hierarch buffs the creature that attacks alone.



## 5. Hellspark Elemental

Hellspark Elemental provides a one-two punch . . . with itself. Following in the pattern of Hell's Thunder in the *Shards of Alara* set, Hellspark Elemental comes out, smacks your opponent, and then returns for a second beating. Mix in some red burn spells, and your opponent will be toast in no time.



## 6. Thornling

Thornling does it all! It doesn't wait to come across and trample your opponent into the ground. Indestructible? Yep. Thornling teaches your opponents that they have no chance against your powerful green deck.



## 7. Martial Coup

What goes great with a bunch of 1/1 Soldiers? How about killing all the other creatures in play to give them an empty battlefield! You can use Martial Coup early to stay in the game, but once you get to seven or more mana, the wrath of the soldiers will be felt.



## 8. Exploding Borders

Domain cards are a big part of the *Conflux* set. Exploding Borders allows you to get a land with the basic land type that you need to boost your domain count closer to five, and then the rest of the spell punishes your opponent for each different basic land type you control. Try it with Matca Rioters and Strength of Shards for ultimate domain power!



## 9. Telemin Performance

When you play Telemin Performance, you'll steal one of your opponent's monsters to be your puppet. Against a deck without creature spells, things get even more interesting: the spell puts your opponent's entire library into the graveyard, and you'll win the next time the player misses a card draw! It's a win-win situation.



## 10. Fusion Elemental

Fusion Elemental combines the five **Magic™** colors into one badass creature. All of the planes of Alara needed to collide to create the giant Fusion Elemental. Now go grab all five colors and create your army.





# THE RISE OF NICOL BOLAS

Before the Mending, the ancient dragon planeswalker Nicol Bolas was one of the most powerful and sinister beings in the Multiverse. Now his power is slipping away from him—and he wants it back.

The Final Mending healed the time rifts of the plane of Dominaria, but the aftershocks caused deep changes to the structure of the Multiverse, altering the nature of the planeswalker spark. Nicol Bolas, suddenly shorn of his near-omnipotence, fled Dominaria in a rage, determined to find a way to restore his power and vast mystic knowledge.

It wasn't long before the shard-planes of Alara caught the dragon's attention. Where others saw five diverse worlds, Bolas saw a single, dark opportunity. He set up a lair on Grixis and launched a plan that would culminate in the restoration of his power.

Illus. D. Alexander Gregory

Illus. Matt Cavotta





Illus. John Avon

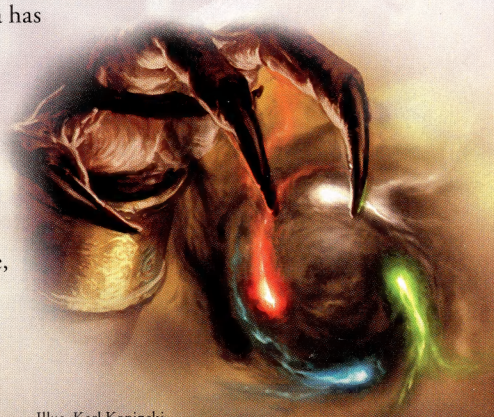
Bolas recruited minions on each shard of Alara, filling their minds with prophecies that would lead them into open war when the time was right. On Bant, Bolas contacted the Order of the Skyward Eye and the ambitious merchant Gwafa Hazid, who eagerly accepted the task of spreading mistrust and petty battles among Bant's nations. On Esper, the Seekers of Carmot publicized the scarcity of etherium and the need for a crusade to seek sources of a red stone called carmot. Bolas's second-in-command, the demonic dragon abomination known as Malfegor, prepared armies of Grixis's undead, who now hunger for the life energy of the other worlds. On Jund, the elemental shaman Rakka Mar encouraged the human clans to compete in savage "life hunts" of higher and higher stakes, priming them for the war to come. Bolas's most subtle manipulation may have occurred on Naya, where even the planeswalker Ajani, native to that plane, has not yet discovered the dragon's influence.

Bolas's message of fear and hatred burrowed insidiously through the minds and cultures of the five shards, instilling a universal paranoia about some hazy future disaster to come. Over the ensuing decades, the shard-worlds hurtled through the Blind Eternities, their denizens wholly unaware of their collision course, but ready for an onslaught. The dragon waited patiently for the day that each world would finally face the others.

Today, that day has come. The planes and magics of the five shards have slammed into one another, and in a violent act of creation, Alara has become one world once more.

But it is a volatile world. As the shards merge and overlap, chaos breaks out along every frontier, for Bolas's grim prophecies have become a reality. Primed for hostility and exposed to strange colors of mana and breathtaking magics they've never seen before, the cultures of the shards react on instinct, raising epic armies for all-out planar war.

It's world against world in the new Alara. And Nicol Bolas couldn't be more pleased.



Illus. Karl Kopinski

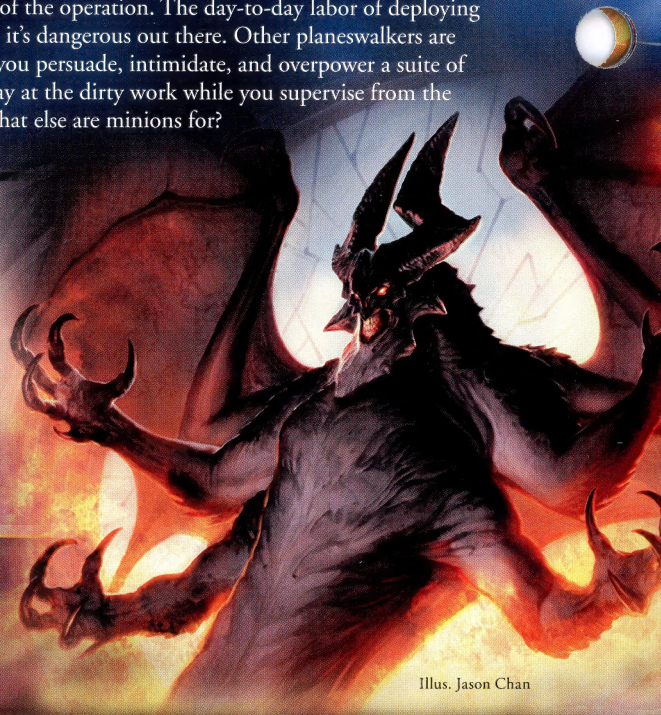


# BOLAS'S MINIONS

If you were a cunning and ancient dragon planeswalker like Nicol Bolas, would you do your own dirty work? Of course not. You're the mastermind of the operation. The day-to-day labor of deploying your far-reaching schemes is beneath you. Besides, it's dangerous out there. Other planeswalkers are about; you have to keep a low profile. So instead, you persuade, intimidate, and overpower a suite of underlings into serving you, letting them slave away at the dirty work while you supervise from the safety of your lair, just as Nicol Bolas has done. What else are minions for?

## Malfegor

Born of some unthinkable union of demon and dragon, the abomination known as Malfegor is the personification of evil and power. Malfegor serves as Nicol Bolas's general on Grixis, overseeing a vast army of undead to wage war on the Jund and Esper fronts. Malfegor knows his master will betray him one day, but he has not yet found an opening for his own betrayal.



Illus. Jason Chan




## Gwafa Hazid

The wealthy merchant Gwafa Hazid leads the Grand Caravan, the greatest trade route through the countryside of Bant. Hazid is one of the most truly ambitious denizens of Bant, and he was easily tempted by Bolas's promises of power. Though he happily carries out Bolas's orders, he has no idea of the extent Bolas's plans or what they will mean for Bant.

Illus. Todd Lockwood





## Rakka Mar

Rakka Mar is an elemental shaman whose goal was to summon the mightiest elementals on savage Jund to do her bidding. Bolas has granted her ever more power over elementals in exchange for her influence over the Jund warrior clans. Rakka Mar gains a personal force of elementals of rage and fire, and Bolas gets an entire shard hungry for blood—everybody wins.

Illus. Jason Chan

## Seekers of Carmot

A sect of mages called the Seekers of Carmot has espoused the belief that Esper is running out of etherium, and that the only way to create more is to find a red stone called carmot. Whether or not their message is genuine, the Seekers secretly serve Bolas, who has a vested interest in Esperites invading the other planes in their search for the stone.

Illus. Izzy



# COMBO CORNER

## Bloodhall Ooze & Sprouting Thrinax

Bloodhall Ooze can rapidly grow into a giant Ooze. It just needs a little help getting started! Sprouting Thrinax, from the *Shards of Alara* set, will provide just the kick start your little Ooze needs since it's both black and green. Then if your opponent kills your Sprouting Thrinax, your Ooze will still keep growing thanks to the 1/1 green Saprolings the Thrinax leaves behind.



## Nyxathid & Rotting Rats

Nyxathid is a giant 7/7 creature with a little problem: your opponent's hand. That's where Rotting Rats steps in for the combo help. When your Rotting Rat comes into play, Nyxathid's opponent of choice discards a card, making it grow stronger. If your Rotting Rats goes to the graveyard, you can use the card's unearth ability to bring them back once more to do it again!



## Inkwell Leviathan & Master Transmuter

Play out your Master Transmuter early in the game. The following turn, take a cheap artifact like Armillary Sphere and return it to your hand to pay for the Transmuter's activation. Your reward will be the ridiculously awesome Inkwell Leviathan. This giant 7/11 artifact creature is bad news for any opponent who faces it. Control an Island? No blocking for you! Trying to stall with some chump-blockers? Trample over them and smash you. Unsummon? Bone Splinters? They can't find this shrouded monstrosity. And if Master Transmuter manages to untap, it can always return Inkwell Leviathan to your hand if danger looms.





# FIVE WORLDS OF ALARA

The plane of Alara was a world rich with mana, a world in balance . . . until the Sundering. In a cataclysm of unimaginable proportions, Alara was rent asunder into five separate worlds, each a refraction of the others.

The Shards became very different places in the time since the Sundering. Each plane was all but severed from two of the five colors of mana. Only hints of a common ancestor plane remained on the five worlds, and their environments and denizens could hardly differ more.



## BANT

Without the destructive or selfish impulses of red and black mana, Bant became a golden utopia. Angels rule the realm with benevolence and grace. Humans and aelves resolve their conflicts with ritualized combat. Duty and honor are the bedrock of this kingdom of light.



Illus. Michael Komarck





## ESPER

In this world of wind and wave, control is the guiding force. Cut off from the chaos of red and green mana, Esper became a land ruled by masters of arcane magic. Enigmatic sphinxes counsel powerful wizards and seers. Everything here is observed and controlled. The forces of high magic rule supreme.



Illus. E'Jumpy



## GRIXIS

What becomes of a world without new life? The dark wasteland of Grixis answers the question. Its denizens desperately cling to its remaining life force. Without the communal forces of green and white to bring life and compassion, it's every ghou, demon, and necromancer for themselves.



Illus. Dave Kendall





## JUND

In the absence of white or blue mana, Jund evolved into a roiling, primordial cesspit. Dragons top the food chain, at home in Jund's countless volcanoes. While they stalk the skies, the humans, viashino, and goblins of the world lie low in Jund's tar-spotted, vine-choked canyons.



Illus. Raymond Swanland



## NAYA

Life, passion, community, and the wild—these are what flourish without the influence of black or blue mana. In this lush land, life is celebrated. Instinct triumphs over machination. Titanic predators are shown respect, while humans, elves, and leonin seek to revere and respect nature.



Illus. Christopher Moeller



# THE SHARDS AT WAR

The five shards of Alara have merged into a single plane. The Conflux progresses gradually at first, with each shard overlapping only its two planar neighbors. The overlap allows strange colors of mana to flood into every world—and aggression follows closely behind. Suddenly each shard is fighting a war on two fronts against enemies who wield magics they've never seen before.

## NAYA VS. JUND & BANT

Guided by the visions of the prophet Mayael, the elves, Nacatl leonin, and earthshaking behemoths of Naya march to war with Bant and Jund. Uncertainty taints the prophecies as they encounter stifling imperialism on one front, and primordial savagery on the other.



Illus. Jason Chan

## BANT VS. NAYA & ESPER

Exposed to red and black mana for the first time, Bant's knights face terrifying magics and behemoths that demolish their principled code of war. Even the angels struggle to contain the avalanche of domination and aggression that now sweeps into the shard.



Illus. Greg Staples





Illus. Howard Lyon

## ESPER VS. BANT & GRIXIS

Agents and mages of Esper venture forth on a crusade for carmot, said to be a crucial element in the creation of etherium. However, it's not long before Esper's enemies become adept with magic that shatters the very etherium that grants Esperites their superiority.

## GRIXIS VS. ESPER & JUND

Tantalizing sources of green and white mana, the magic of life, are within Grixis's grasp for the first time in centuries. The demons and undead hordes, long starved for living victims, need no persuasion to invade the adjacent shards and consume their life essence.



Illus. Dan Scott

## JUND VS. GRIXIS & NAYA

From the mightiest dragon to the lowliest goblin, all the creatures of Jund stalk and kill any prey that exhibits the slightest weakness. Faced with the new frontiers of Grixis and Naya, Jund expands its world-spanning hunt to embrace two entire worlds of fresh meat.



Illus. Daarken





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Illus. Daarken



# CONFLUX™

## CARD ENCYCLOPEDIA

The *Conflux* Card Encyclopedia shows the entire *Conflux* card set. To keep track of your cards, just turn to the checklist on pages 34–35.

**Aerie Mystics** 4

**Creature — Bird Wizard**

Flying

1♦♦♦: Creatures you control gain shroud until end of turn.

*They are cautious with their body language and facial expressions. Any stray movement could betray the positions of the troops they protect and cost many lives.*

—Mark Zug

3/3

**Asha's Favor** 2

**Enchantment — Aura**

Enchant creature

Enchanted creature has flying, first strike, and vigilance.

*As his new wings lifted him high above Bani, Tarc felt his earthly aspirations transform into heavenly resolve.*

—Donato Giancola

**Aven Squire** 1

**Creature — Bird Soldier**

Flying

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

*When the meek charge into battle, courage becomes infectious.*

—David Palumbo

1/1

**Aven Trailblazer** 3

**Creature — Bird Soldier**

Flying

Domain — Aven Trailblazer's toughness is equal to the number of basic land types among lands you control.

*"The bird wore the form of a man, bereft of filigree. Why do the Texts not speak of it?"*

—Belator of Esper

—Chris Rahn

2/\*

**Celestial Purge** 1

**Instant**

Remove target black or red permanent from the game.

*"This new chaos confounds us. We must fling it into our winds, our storms. These we can control."*

—Bezzat Plar, Esper stormcaller

—David Palumbo

**Court Homunculus** 1

**Artifact Creature — Homunculus**

Court Homunculus gets +1/+1 as long as you control another artifact.

*Mages of Esper measure their wealth and status by the number of servants in their retinues.*

—Matti Cavotta

1/1



**Darklit Gargoyle** 1



**Artifact Creature — Gargoyle**

Flying  
 ♦♦ Darklit Gargoyle gets +2/-1 until end of turn.  
*It shines in the darkness of its master's ambitions.*

—Howard Lyon  
™ & © 1993–2009 Wizards of the Coast, Inc. 31045

**1/2**

**Gleam of Resistance** 4



**Instant**

Creatures you control get +1/+2 until end of turn. Untap those creatures.  
*Basic landcycling 1♦♦ (1♦♦, Discard this card; Search your library for a basic land card, reveal it, and put it into your hand. Then shuffle your library.)*

—Matt Stewart  
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**Lapse of Certainty** 2



**Instant**

Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.  
*Without a connection of mind and body, magic is just an idea stuck in the head, a word on the tip of a tongue.*

—Anthony Francisco  
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**Mark of Asylum** 1



**Enchantment**

Prevent all noncombat damage that would be dealt to creatures you control.  
*A paragon of honor, Galo Aher fell to a blast of fire. The Order of the White Orchid vows so saddened that they forged a new vigil in his likeness.*

—Sal Villagran  
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**Martial Coup** 3



**Sorcery**

Put X 1/1 white Soldier creature tokens into play. If X is 5 or more, destroy all other creatures.  
*Their war forgotten, the nations of Bant stood united in the face of a common threat.*

—Greg Staples  
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**Mirror-Sigil Sergeant** 3



**Creature — Rhino Soldier**

Trample  
 At the beginning of your upkeep, if you control a blue permanent, you may put a token into play that's a copy of Mirror-Sigil Sergeant.  
*"If I had many lives, I would give them all for Bant."*

—Chris Rahn  
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**4/4**

**Nacatl Hunt-Pride** 5



**Creature — Cat Warrior**

Vigilance  
 ♦♦♦♦♦ Target creature can't block this turn.  
 ♦♦♦♦♦ Target creature blocks this turn if able.  
*"We must hunt and kill the dragon before it can return to raze our ancient city."*

—Steve Prescott  
™ & © 1993–2009 Wizards of the Coast, Inc. 15145

**5/4**

**Paragon of the Amesha** 2



**Creature — Human Knight**

First strike  
 ♦♦♦♦♦♦♦♦♦♦ Until end of turn, Paragon of the Amesha becomes an Angel, gets +3/+3, and gains flying and lifelink.  
*"Let my lance sing with the voices of angels and the heathen cower before my shield, for I will teach this land the meaning of honor."*

—Chris Rahn  
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**2/2**

**Path to Exile** 1



**Instant**

Remove target creature from the game. Its controller may search his or her library for a basic land card, put that card into play tapped, then shuffle his or her library.

—Todd Lockwood  
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**Rhox Meditant** 3

**Creature — Rhino Monk** 2/4

When Rhox Meditant comes into play, if you control a green permanent, draw a card.

*The weight of her conviction balances on the harmony of her soul.*

— Donato Giancola  
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**Scepter of Dominance** 3

**Artifact** 1

•, •: Tap target permanent.

*"Whether or not you will bow to me is not open to debate. The question is, will I ever let you rise?"*  
 —Fridius, telemin master

— Howard Lyon  
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**Sigil of the Empty Throne** 3

**Enchantment** 1

Whenever you play an enchantment spell, put a 4/4 white Angel creature token with flying into play.

*When Asha left Bant, she ensured that the world would have protection and order in her absence.*

— Cyril Van Der Haegen  
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**Valiant Guard** 3

**Creature — Human Soldier** 2/3

*As the outsiders invaded Bant, soldiers who once saw sigils as the highest marks of glory began to see the scars of battle as tokens of equal worth.*

— Chris Rahm  
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**Wall of Reverence** 3

**Creature — Spirit Wall** 1/6

Defender, flying

At the end of your turn, you may gain life equal to the power of target creature you control.

*The lives of elves are long, but their memories are longer. Even after death, they do not desert their homes.*

— Wayne Reynolds  
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**Brackwater Elemental** 2

**Creature — Elemental** 4/4

When Brackwater Elemental attacks or blocks, sacrifice it at end of turn.

Unearth 2 • (2 •): Return this card from your graveyard to play. It gains haste. Remove it from the game at end of turn or if it would leave play. Unearth only as a sorcery.)

— Thomas M. Baxa  
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**Constricting Tendrils** 1

**Instant** 1

Target creature gets -3/-0 until end of turn.

Cycling 2 (2, Discard this card: Draw a card.)

*Priests of Bant protect their temples with traps more elaborate than any mosaic floor.*

— David Palumbo  
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**Controlled Instincts** 1

**Enchantment — Aura** 1

Enchant red or green creature

Enchanted creature doesn't untap during its controller's untap step.

*Togh Manytooth struggled helplessly as the kathari circled above him. For a warrior, immobilization is a fate worse than death.*

— Ralph Horsley  
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**Cumber Stone** 3

**Artifact** 1

Creates your opponents control get -1/-0.

*"The stone is more potent than ever. The flesh that creeps into our land will become even more slovenly and weak."*  
 —Nictalos, archmage of Esper

— Warren Mahy  
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**Esperzoa** 2 4



Artifact Creature — Jellyfish

Flying

At the beginning of your upkeep, return an artifact you control to its owner's hand.

*The more metal it digests, the more its jelly will fetch on the alchemists' market.*

—Hiranya Mahy

4/3

**Ethersworn Adjudicator** 4 4



Artifact Creature — Vedalken Knight

Flying

1 ♣, ♣: Destroy target creature or enchantment.

2 ♣: Untap Ethersworn Adjudicator.

*Esper mages devised their weapons to be so devastating that war seemed unnecessary.*

—Dag Scott

4/4

**Faerie Mechanist** 3 4



Artifact Creature — Faerie Artificer

Flying

When Faerie Mechanist comes into play, look at the top three cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

—Patti Cavotta

2/2

**Frontline Sage** 2 4



Creature — Human Wizard

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

♣, ♣: Draw a card, then discard a card.

*The battle was won in the commander's head before the first weapon was drawn.*

—Volkan Baga

0/1

**Grixix Illusionist** 4



Creature — Human Wizard

♣: Target land you control becomes the basic land type of your choice until end of turn.

*"It's simple, really. If they can't find us, they can't kill us."*

—Mark Tedin

1/1

**Inkwell Leviathan** 7 4



Artifact Creature — Leviathan

Islandwalk, trample, shroud

*"Into its maw went the seventh sea, never to be seen again while the world remains."*

—Esper fable

—Anthony Francisco

7/11

**Master Transmuter** 3 4



Artifact Creature — Human Artificer

♣, ♣: Return an artifact you control to its owner's hand. You may put an artifact card from your hand into play.

*"Wasted potential surrounds us. Lend me that bauble, and let me see what it can make to be."*

—Clippy

1/2

**Parasitic Strix** 2 4



Artifact Creature — Bird

Flying

When Parasitic Strix comes into play, if you control a black permanent, target player loses 2 life and you gain 2 life.

*After finding no sustenance on the edges of Grixix, it turned to the skies of Bant.*

—Steven Bellardin

2/2

**Scepter of Insight** 1 4



Artifact

♣ ♣, ♣: Draw a card.

*"The road to truth has many branches, and so must the cane with which I walk it."*

—Vln the Elder

—Steven Bellardin



**Scornful Æther-Lich** 3



Artifact Creature — Zombie Wizard 4/4

☠☠: Scornful Æther-Lich gains fear and vigilance until end of turn.

*"With no flesh, there is no pain, no hesitation, no emotion of any kind. He is crafted perfection."*  
—Tizzaret

—Siyen Belledin  
100% 2019 Wizards of the Coast, Inc. 101145

2/4

**Telemin Performance** 3



Sorcery 4/4

Target opponent reveals cards from the top of his or her library until he or she reveals a creature card. That player puts all noncreature cards revealed this way into his or her graveyard, then you put the creature card into play under your control.

—Iryz  
100% 2019 Wizards of the Coast, Inc. 101145

**Traumatic Visions** 3



Instant 4/4

Counter target spell.

Basic landcycling 1 (1♣, Discard this card: Search your library for a basic land card, reveal it, and put it into your hand. Then shuffle your library.)

—Cyrd Van Der Haegen  
100% 2019 Wizards of the Coast, Inc. 101145

**Unsummon** 4



Instant 4/4

Return target creature to its owner's hand.

*"Send it back to its own strange world so we can avoid another inglorious combat with these wicked beings."*  
—Captain Vilek of Thess

—Iryz  
100% 2019 Wizards of the Coast, Inc. 101145

**View from Above** 4



Instant 4/4

Target creature gains flying until end of turn. If you control a white permanent, return View from Above to its owner's hand.

*"This air feels so heavy and thick. There are no winds to speak of. I fear the knowledge that comes from a place like this."*

—Howard Lyon  
100% 2019 Wizards of the Coast, Inc. 101145

**Worldly Counsel** 4



Instant 4/4

**Domain** — Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put one of those cards into your hand and the rest on the bottom of your library in any order.

*Every horizon hides a new possibility.*

—Matt Cavotta  
100% 2019 Wizards of the Coast, Inc. 101145

**Absorb Vis** 6



Sorcery 4/4

Target player loses 4 life and you gain 4 life.

Basic landcycling 1 (1♣, Discard this card: Search your library for a basic land card, reveal it, and put it into your hand. Then shuffle your library.)

—Brandon Kinkaid  
100% 2019 Wizards of the Coast, Inc. 101145

**Corrupted Roots** 6



Enchantment — Aura 4/4

Enchant Forest or Plains

Whenever enchanted land becomes tapped, its controller loses 2 life.

*The bones of Jund's dead resurfaced in Naya, poisoning the jungle and killing the sunseeders' crops.*

—Mark Rose  
100% 2019 Wizards of the Coast, Inc. 101145

**Drag Down** 6



Instant 4/4

**Domain** — Target creature gets -1/-1 until end of turn for each basic land type among lands you control.

*The barbarians of Jund believe the bottomless tar pits extend forever into other, darker worlds.*

—Trevor Claxton  
100% 2019 Wizards of the Coast, Inc. 101145



**Dreadwing**

Creature — Zombie

**1** : Dreadwing gets +3/+0 and gains flying until end of turn.

*Dreadwings spring from lofty perches to surprise kathari in midflight. They smother their prey and then consume it as they glide gently toward the ground.*

— Dave Allsup 1/1

**Extractor Demon**

Creature — Demon

Flying

Whenever another creature leaves play, you may have target player put the top two cards of his or her library into his or her graveyard.

Unearth **2** : (2) Return this card from your graveyard to play. It gains haste. Remove it from the game at end of turn or if it would leave play. *Unearth only as a sorcery.*

— Carl Critchlow 5/5

**Fleshformer**

Creature — Human Wizard

**\*\*** : Fleshformer gets +2/+2 and gains fear until end of turn. Target creature gets -2/-2 until end of turn. Play this ability only during your turn.

*Necromancers who discovered the new sources of mana were quick to dream up new nightmares with them.*

— Dave Kendall 2/2

**Grixis Slavedriver**

Creature — Zombie Giant

When Grixis Slavedriver leaves play, put a 2/2 black Zombie creature token into play.

Unearth **3** : (3) Return this card from your graveyard to play. It gains haste. Remove it from the game at end of turn or if it would leave play. *Unearth only as a sorcery.*

— Dave Kendall 4/4

**Infectious Horror**

Creature — Zombie Horror

Whenever Infectious Horror attacks, each opponent loses 2 life.

*Not once in the history of Grixis has anyone died of old age.*

— Pepe Weiners 2/2

**Kederekt Parasite**

Creature — Horror

Whenever an opponent draws a card, if you control a red permanent, you may have Kederekt Parasite deal 1 damage to that player.

*When the smell of passing thoughts piques its hunger, its maw becomes primed with acid and a taste for brains.*

— Dale Solot 1/1

**Nyxathid**

Creature — Elemental

As Nyxathid comes into play, choose an opponent.

Nyxathid gets -1/-1 for each card in the chosen player's hand.

*Born of volcanic forces, it thrives on the absolute panic it inspires.*

— Raymond Swanwick 7/7

**Pestilent Kathari**

Creature — Bird Warrior

Flying

Deathtouch (Whenever this creature deals damage to a creature, destroy that creature.)

**2** : Pestilent Kathari gains first strike until end of turn.

— Dave Kendall 1/1

**Rotting Rats**

Creature — Zombie Rat

When Rotting Rats comes into play, each player discards a card.

Unearth **1** : (1) Return this card from your graveyard to play. It gains haste. Remove it from the game at end of turn or if it would leave play. *Unearth only as a sorcery.*

— Dave Allsup 1/1



**Salvage Slasher** 1

**Artifact Creature — Human Rogue**

Salvage Slasher gets +1/+0 for each artifact card in your graveyard.

*Esper artificers never imagined that one day their scraps would be pressed against their soft and fragile throats.*

—Anthony Francisco

1/1

**Scepter of Fugue**

**Artifact**

**1** : Target player discards a card. Play this ability only during your turn.

*One goes to Tidehollow: either to forget or to be forgotten. Either way, the scullers will oblige.*

—Franz Vohwinkel

**Sedraxis Alchemist** 2

**Creature — Zombie Wizard**

When Sedraxis Alchemist comes into play, if you control a blue permanent, return target nonland permanent to its owner's hand.

*The problem with a liquid that can dissolve anything is finding something to carry it in.*

—Paul Bonner

2/2

**Voices from the Void** 4

**Sorcery**

**Domain** — Target player discards a card for each basic land type among lands you control.

*As Grixis collided with the rest of Alara, the worlds began to hear the hateful whispers of the forgotten dead.*

—K. J. Shroyer

**Wretched Banquet**

**Sorcery**

Destroy target creature if it has the least power or is tied for least power among creatures in play.

*"The meek inherit nothing."  
—Sedris, the Traitor King*

—Nah Fildes

**Yoke of the Damned** 1

**Enchantment — Aura**

Enchant creature

When a creature is put into a graveyard from play, destroy enchanted creature.

*The demon's yoke is part leash, part noose.*

—Paul Bonner

**Banefire**

**Sorcery**

Banefire deals X damage to target creature or player.

If X is 5 or more, Banefire can't be countered by spells or abilities and the damage can't be prevented.

*For Sarkhan Vol, the dragon is the purest expression of life's savage splendor.*

—Raymond Swanland

**Bloodhall Ooze**

**Creature — Ooze**

At the beginning of your upkeep, if you control a black permanent, you may put a +1/+1 counter on Bloodhall Ooze.

At the beginning of your upkeep, if you control a green permanent, you may put a +1/+1 counter on Bloodhall Ooze.

*A drop of blood spilled from the first dragon.*

—Julianne Jones

1/1

**Canyon Minotaur** 3

**Creature — Minotaur Warrior**

*On Tiend, the deep canyons were the best places to hide. When the goblins wandered into Neya, they found that was not so true.*

—Nate Prescott

3/3



**Dark Temper** 2

**Instant**

Dark Temper deals 2 damage to target creature. If you control a black permanent, destroy the creature instead.

*When you've got the temperament of a dragon, every argument is one you'll win.*

—John Jones

**Dragonsoul Knight** 2

**Creature — Human Knight**

First strike

♦♦♦♦♦. Until end of turn, Dragonsoul Knight becomes a Dragon, gets +5/+3, and gains flying and trample.

*The farther he roamed from Jund and its dragons, the more he felt their essence in himself.*

—Justin Svare

2/2

**Fiery Fall** 5

**Instant**

Fiery Fall deals 5 damage to target creature.

Basic landcycling 1♦ (1♦, Discard this card. Search your library for a basic land card, reveal it, and put it into your hand. Then shuffle your library.)

*Jund feasts on the unprepared.*

—Dustin Kern

**Goblin Razerunners** 2

**Creature — Goblin Warrior**

1♦ Sacrifice a land: Put a +1/+1 counter on Goblin Razerunners.

At the end of your turn, you may have Goblin Razerunners deal damage equal to the number of +1/+1 counters on it to target player.

*Finding themselves in a new and unexplored world, they immediately set it on fire.*

—Lawwood Swainhand

3/4

**Hellspark Elemental** 1

**Creature — Elemental**

Trample, haste

At end of turn, sacrifice Hellspark Elemental.

Unearth 1♦ (1♦: Return this card from your graveyard to play. It gains haste. Remove it from the game at end of turn or if it would leave play, unearth only as a sorcery.)

—Justin Svare

3/1

**Ignite Disorder** 1

**Instant**

Ignite Disorder deals 3 damage divided as you choose among any number of target white and/or blue creatures.

*"Bant is a world imprisoned by polished stone and tyrannical rule. It yearns to strike back against those who restrain it."*

—Zulfan Jones & Gabriel Sullivan

**Kranioceros** 4

**Creature — Beast**

1♦: Kranioceros gets +0/+3 until end of turn.

*"A surly beast, the kranioceros will raise its defenses at the smallest threat. Stay out of sight and downwind, or you'll disrupt its natural migrations."*

—Ebril, godtoucher mentor

—Steve Artzt

5/2

**Maniacal Rage** 1

**Enchantment — Aura**

Enchant creature

Enchanted creature gets +2/+2 and can't block.

*The spikes of sangrite made the goblin stronger, but they didn't make him any smarter.*

—Brandon Witkowski

**Molten Frame** 1

**Instant**

Destroy target artifact creature.

Cycling 2 (2, Discard this card. Draw a card.)

*The metal filigree in his body glowed red-hot, and his flesh soon followed.*

—Lizny



**Quenchable Fire** 3

Sorcery

Quenchable Fire deals 3 damage to target player. It deals an additional 3 damage to that player at the beginning of your next upkeep step unless he or she pays ♦ before that step.

*You'd better know how to pray for rain.*

—Jean-Sébastien Kosbach

**Rakka Mar** 2

Legendary Creature — Human Shaman

Haste

♦♦: Put a 3/1 red Elemental creature token with haste into play.

*"The finest pawns are those with pawns of their own."*  
—Nicol Bolas

—Jason Chan

2/2

**Toxic Iguanar**

Creature — Lizard

Toxic Iguanar has deathtouch as long as you control a green permanent. (Whenever it deals damage to a creature, destroy that creature.)

*There are no "weak" creatures on Jund. Even the smallest can strike a deadly blow.*

—Brandon Kitnick

1/1

**Viashino Slaughtermaster** 1

Creature — Viashino Warrior

Double strike

♦♦: Viashino Slaughtermaster gets +1/+1 until end of turn. Play this ability only once each turn.

*"I'll fight two at once, and then lick their guts from my blades."*

—Raymond Swanland

1/1

**Volcanic Fallout** 1

Instant

Volcanic Fallout can't be countered. Volcanic Fallout deals 2 damage to each creature and each player.

*"How can we outrun the sky?"*  
—Hadran, sunseeder of Naya

—Zoltan Boros & Gabriel Siskala

**Voracious Dragon** 3

Creature — Dragon

Flying

Devour 1 (As this comes into play, you may sacrifice any number of creatures. This creature comes into play with that many +1/+1 counters on it.)

When Voracious Dragon comes into play, it deals damage to target creature or player equal to twice the number of Goblinks it devoured.

—Dominic Domingos

4/4

**Wandering Goblinks** 2

Creature — Goblin Warrior

Domain — 3: Wandering Goblinks gets +1/+0 until end of turn for each basic land type among lands you control.

*Tired of waiting for a dragon to eat them, some hardy goblinks struck out to become meals for the unknown.*

—Kai I. Kopinski

0/3

**Worldheart Phoenix** 3

Creature — Phoenix

Flying

You may play Worldheart Phoenix from your graveyard by paying ♦♦♦♦♦ rather than paying its mana cost. If you do, it comes into play with two +1/+1 counters on it.

—Aleksi Brictor

2/2

**Beacon Behemoth** 3

Creature — Beast

1: Target creature with power 5 or greater gains vigilance until end of turn.

*When its smoky plumes light Naya's sky, every creature from the smallest pip fawn to the largest rannet heads the warning.*

—Jaeger Eijng

5/3



**Cliffrunner Behemoth** 3



Creature — Rhino Beast

Cliffrunner Behemoth has haste as long as you control a red permanent. Cliffrunner Behemoth has lifelink as long as you control a white permanent.

*It's revered for its power, celebrated for its grace, and feared for the avalanches triggered by its thunderous feet.*

—Wayne Reynolds

5/3

**Cylian Sunsinger** 1



Creature — Elf Shaman

☛☛☛: Cylian Sunsinger and each other creature with the same name as it get +3/+3 until end of turn.

*"The sun shines bright upon the strong."*

—Joseph T'Poling

2/2

**Ember Weaver** 2



Creature — Spider

Reach (This can block creatures with flying.)

As long as you control a red permanent, Ember Weaver gets +1/+0 and has first strike.

*"Each night, the sun unravels and blots away. Each day, the spiders set a new one in the sky."*

—Sunseeder myth

—Steve Prescott

2/3

**Filigree Fracture** 2



Instant

Destroy target artifact or enchantment. If that permanent was blue or black, draw a card.

*The sphinx tyrannized Bant until a rhex mage tested the hardness of her shiny parts.*

—Howard Lyon

**Gluttonous Slime** 2



Creature — Ooze

Flash

Devour 1 (As this comes into play, you may sacrifice any number of creatures. This creature comes into play with that many +1/+1 counters on it.)

*On Jund, everything eventually ends up in something else's stomach.*

—Trevor Claxton

2/2

**Matca Rioters** 2



Creature — Human Warrior

Domain — Matca Rioters's power and toughness are each equal to the number of basic land types among lands you control.

*When outsiders interrupted the matca championship, things got ugly.*

—Steve Artyle

\*/\*

**Might of Alara** 1



Instant

Domain — Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

*The combined strength of all five planes spawned creations none had seen before.*

—Steve Prescott

**Nacatl Savage** 1



Creature — Cat Warrior

Protection from artifacts

*"Blades dull and armor dents. Marisi taught us that instinct is the only thing a true warrior needs."*

—Ajani

—Pavone

2/1

**Noble Hierarch** 1



Creature — Human Druid

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

☛: Add ☛, ♣, or ♠ to your mana pool.

*She protects the sacred groves from blight, drought, and the Unbeholden.*

—Mark Zug

0/1



**Paleolith** 3♣♣

**Creature — Beast** 5/5

Whenever another creature with power 5 or greater comes into play under your control, you may return target creature card from your graveyard to your hand.

*"Gods do not sleep soundly in the earth's embrace."  
—Mayael the Anima*

—Christopher Moeller  
M15, 100% Card World of the Conflux, M15

**Sacellum Archers** 2♣♣

**Creature — Elf Archer** 2/3

♣♣, ♣: Sacellum Archers deals 2 damage to target attacking or blocking creature.

*"Our arrows are aimed not at the sacred behemoths but at those who dare to dream of such a trophy."*

—Kev Walker  
M15, 100% Card World of the Conflux, M15

**Scattershot Archer** ♣

**Creature — Elf Archer** 1/2

♣: Scattershot Archer deals 1 damage to each creature with flying.

*To train her elves for war, Mayael would drop a sackful of acorns from the tree canopy. Each archer tried to split as many as possible before the acorns hit the forest floor below.*

—Steve Argyle  
M15, 100% Card World of the Conflux, M15

**Shard Convergence** 3♣♣

**Sorcery** 5/5

Search your library for a Plains card, an Island card, a Swamp card, and a Mountain card. Reveal those cards and put them into your hand. Then shuffle your library.

*Alara is broken no more.*

—Vance Kovacs  
M15, 100% Card World of the Conflux, M15

**Soul's Majesty** 4♣♣

**Sorcery** 5/5

Draw cards equal to the power of target creature you control.

*An avatar he sculpts of wisdom and strength.*

—Joseph Hjung  
M15, 100% Card World of the Conflux, M15

**Spore Burst** 3♣♣

**Sorcery** 5/5

**Domain** — Put a 1/1 green Saproling creature token into play for each basic land type among lands you control.

*Seeds from Jund don't drift gently on the wind. They get up and stamped.*

—Daarken  
M15, 100% Card World of the Conflux, M15

**Sylvan Bounty** 5♣♣

**Instant** 5/5

Target player gains 8 life.

**Basic landcycling** 1♣ (1♣♣, Discard this card. Search your library for a basic land card, reveal it, and put it into your hand. Then shuffle your library.)

*Some who scouted new lands chose to stay.*

—Chris Rahn  
M15, 100% Card World of the Conflux, M15

**Thornling** 3♣♣♣

**Creature — Elemental Shapeshifter** 4/4

- ♣: Thornling gains haste until end of turn.
- ♣♣: Thornling gains trample until end of turn.
- ♣♣♣: Thornling is indestructible this turn.
- ♣♣♣♣: Thornling gets +1/-1 until end of turn.
- ♣♣♣♣♣: Thornling gets -1/+1 until end of turn.

—Kev Walker  
M15, 100% Card World of the Conflux, M15

**Tukatongue Thallid** ♣

**Creature — Fungus** 1/1

When Tukatongue Thallid is put into a graveyard from play, put a 1/1 green Saproling creature token into play.

*Jund's thallids tried to disguise their deliciousness by covering themselves in spines harvested from the tukatongue tree.*

—Vance Kovacs  
M15, 100% Card World of the Conflux, M15



**Wild Leotau** 



**Creature — Cat** 

At the beginning of your upkeep, sacrifice Wild Leotau unless you pay  $\{1\}$ .

*"Leotau that were born wild make the best mounts. It's like riding a thunderstorm."  
—Rafiq of the Many*

—Michael Komarck  
M15, 148 (148) Spells, 149 (149) Cats, 151 (151)

5/4

**Apocalypse Hydra** 



**Creature — Hydra** 

Apocalypse Hydra comes into play with X +1/+1 counters on it. If X is 9 or more, it comes into play with an additional X +1/+1 counters on it.

1  $\{1\}$ . Remove a +1/+1 counter from Apocalypse Hydra: Apocalypse Hydra deals 1 damage to target creature or player.

—Jason Chan  
M15, 151 (151) Hydras, 152 (152) Creatures, 153 (153)

0/0

**Blood Tyrant** 



**Creature — Vampire** 

Flying, trample

At the beginning of your upkeep, each player loses 1 life. Put a +1/+1 counter on Blood Tyrant for each 1 life lost this way.

Whenever a player loses the game, put five +1/+1 counters on Blood Tyrant.

—Karl Kopinski  
M15, 152 (152) Vampires, 153 (153) Creatures, 154 (154)

5/5

**Charnelhoard Wurm** 



**Creature — Wurm** 

Trample

Whenever Charnelhoard Wurm deals damage to an opponent, you may return target card from your graveyard to your hand.

*Jund's dragons hoard only sangrite crystals. Its worms aren't so picky.*

—Lars Graml (10)  
M15, 153 (153) Worms, 154 (154) Creatures, 155 (155)

6/6

**Child of Alara** 



**Legendary Creature — Avatar** 

Trample

When Child of Alara is put into a graveyard from play, destroy all nonland permanents. They can't be regenerated.

*The progeny of the Madstrom shows no allegiance—and no mercy—to any of the five shards.*

—Steve Argyle  
M15, 154 (154) Avatars, 155 (155) Creatures, 156 (156)

6/6

**Conflux** 



**Sorcery** 

Search your library for a white card, a blue card, a black card, a red card, and a green card. Reveal those cards and put them into your hand. Then shuffle your library.

*After years of world-bending machinations, Bolas's triumph is at hand.*

—Karl Kopinski  
M15, 155 (155) Sorceries, 156 (156) Spells, 157 (157)

**Countersquall** 



**Instant** 

Counter target noncreature spell. Its controller loses 2 life.

*Each of the twenty-three winds of Esper is named and chronicled, and every possible interaction with the flow of magic is exhaustively detailed.*

—Anthony Francisco  
M15, 156 (156) Instant Spells, 157 (157) Spells, 158 (158)

**Elder Mastery** 



**Enchantment — Aura** 

Enchant creature

Enchanted creature gets +3/+3 and has flying.

Whenever enchanted creature deals damage to a player, that player discards two cards.

*Taste his power, hunger for his command.*

—Dave Alltop  
M15, 157 (157) Aura Enchantments, 158 (158) Enchantments, 159 (159)

**Esper Cormorant** 



**Artifact Creature — Bird** 

Flying

*"The smiths of this land must be mad to reach so far and so high for another creature to decorate."  
—Cagen Vargan, Jhessian sea scout*

—Waynes Maby  
M15, 158 (158) Artifact Creatures, 159 (159) Birds, 160 (160)

3/3



**Exploding Borders** 



**Sorcery** 

*Domain* — Search your library for a basic land card, put that card into play tapped, then shuffle your library. Exploding Borders deals X damage to target player, where X is the number of basic land types among lands you control.

*Reuniting a world is not a gentle process.*

—Johan Bures & Gaber Själka

2/2

**Fusion Elemental** 



**Creature — Elemental** 

*As the shards merged into the Maelstrom, their mana energies fused into new monstrosities.*

—Michael Komarck

8/8

**Giltspire Avenger** 



**Creature — Human Soldier** 

*Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

**☠**: Destroy target creature that dealt damage to you this turn.

*"To trespass so far from home is to ask for a lonesome grave."*

—Chris Rahn

2/2

**Goblin Outlander** 



**Creature — Goblin Scout** 

*Protection from white*

*Egbot stared in wonder at Naya's landscape. So much to eat. So much to steal.*

—Jesseo Gaston

2/2

**Gwafa Hazid, Profiteer** 



**Legendary Creature — Human Rogue** 

**♦♦, ☠**: Put a bribery counter on target creature you don't control. Its controller draws a card.

Creatures with bribery counters on them can't attack or block.

*"Everyone has a price."*

—Todd Lockwood

2/2

**Hellkite Hatchling** 



**Creature — Dragon** 

*Devour 1 (As this comes into play, you may sacrifice any number of creatures. This creature comes into play with that many +1/+1 counters on it.)*

Hellkite Hatchling has flying and trample if it devoured a creature.

*A killing machine from birth.*

—Diederik

2/2

**Jhessian Balmgiver** 



**Creature — Human Cleric** 

**☠**: Prevent the next 1 damage that would be dealt to target creature or player this turn.

**☠**: Target creature is unblockable this turn.

*"You have two choices: heed my advice now or need my healing later."*

—David Palumbo

1/1

**Knight of the Reliquary** 



**Creature — Human Knight** 

*Knight of the Reliquary gets +1/+1 for each land card in your graveyard.*

**☠**: Sacrifice a Forest or Plains: Search your library for a land card, put it into play, then shuffle your library.

*"Knowledge of Bant's landscape and ruins is a weapon that the invaders can't comprehend."*

—Elpheth

—Michael Komarck

2/2

**Knotvine Mystic** 



**Creature — Elf Druid** 

**1, ☠**: Add  to your mana pool.

*The elves of Naya were the last to acknowledge the massive shift of mana in their world.*

—Arvid Olvén

2/2



**Maelstrom Archangel**

**Creature — Angel**

Flying  
Whenever Maelstrom Archangel deals combat damage to a player, you may play a nonland card from your hand without paying its mana cost.  
*There is no world where angels fear to tread.*

—Cyril Van Der Haegen  
5/5

**Magister Sphinx**

**Artifact Creature — Sphinx**

Flying  
When Magister Sphinx comes into play, target player's life total becomes 10.  
*"These benighted worlds are thick with ignorance. I will educate them. They will listen, or they will die."*

—Svenen Bellelin  
5/5

**Malfegor**

**Legendary Creature — Demon Dragon**

Flying  
When Malfegor comes into play, discard your hand. Each opponent sacrifices a creature for each card discarded this way.  
*A demon cannot be trusted, and a dragon will not be ruled.*

—Jaxon Chan  
6/6

**Meglonoth**

**Creature — Beast**

Vigilance, trample  
Whenever Meglonoth blocks a creature, Meglonoth deals damage to that creature's controller equal to Meglonoth's power.  
*When the shards merged, Maysal found herself the general of Naya's mightiest army.*

—Spike Frenkel  
6/6

**Nacatl Outlander**

**Creature — Cat Scout**

Protection from blue  
*Survival in the wilds of Naya left Tiyau well equipped to win the civilized battles of Bant.*

—Jorian Barros & Gabor Szhalasi  
2/2

**Nicol Bolas, Planeswalker**

**Planeswalker — Bolas**

: Destroy target noncreature permanent.  
: Gain control of target creature.  
: Nicol Bolas, Planeswalker deals 7 damage to target player. That player discards seven cards, then sacrifices seven permanents.

—D. Alexander Gregory  
5

**Progenitus**

**Legendary Creature — Hydra Avatar**

Protection from everything  
If Progenitus would be put into a graveyard from anywhere, reveal Progenitus and shuffle it into its owner's library instead.  
*The Soul of the World has returned.*

—Janine Jones  
10/10

**Rhox Bodyguard**

**Creature — Rhino Monk Soldier**

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)  
When Rhox Bodyguard comes into play, you gain 3 life.  
*An enlightened soul caged in a body made for battle.*

—Sai Villagren  
2/3

**Scarland Thrinax**

**Creature — Lizard**

Sacrifice a creature: Put a +1/+1 counter on Scarland Thrinax.  
*"There is only one way of life in Jund: feed on the weak until you are cut down by something stronger."*  
—Jorshu of Clan Nel Toth

—Dabken  
2/2



**Shambling Remains** 1 3 2



**Creature — Zombie Horror** 1 1 0

Shambling Remains can't block.

Unearth **1** **2** **3**: Return this card from your graveyard to play. It gains haste. Remove it from the game at end of turn or if it would leave play. (Unearth only as a sorcery.)

— Mike Hutton

**4/3**

**Skyward Eye Prophets** 3 3 3 4



**Creature — Human Wizard** 1 1 0

Vigilance

**1**: Reveal the top card of your library. If it's a land card, put it into play. Otherwise, put it into your hand.

*They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.*

— Mike Stewart

**3/3**

**Sludge Strider** 1 3 3 2



**Artifact Creature — Insect** 1 1 0

Whenever another artifact comes into play under your control or another artifact you control leaves play, you may pay **1**. If you do, target player loses 1 life and you gain 1 life.

*Undereath the cities of Esper are cycles of life unseen by those who feed them.*

— Brian Fong, Yoshinori

**3/3**

**Sphinx Summoner** 3 4 3



**Artifact Creature — Sphinx** 1 1 0

Flying

When Sphinx Summoner comes into play, you may search your library for an artifact creature card, reveal it, and put it into your hand. If you do, shuffle your library.

— Jaesop Jones

**3/3**

**Suicidal Charge** 3 3 2



**Enchantment** 1 1 0

Sacrifice Suicidal Charge: Creatures your opponents control get -1/-1 until end of turn. Those creatures attack this turn if able.

*"They think they're winning. But they're just living up to be dinner."  
— Rakka Mar*

— Danforth

**6/6**

**Vagrant Plowbeasts** 5 4 4



**Creature — Beast** 1 1 0

**1**: Regenerate target creature with power 5 or greater.

*Plowbeasts of Naya escaped their harnesses in droves, content to snack on the conveniently cultivated fields of Eos and Valeron.*

— Jeffan, Guroto & Gahor Szabados

**6/6**

**Valeron Outlander** 3 3 3



**Creature — Human Scout** 1 1 0

Protection from black

*After years of honing her philosophy in debate with stubborn rhoxes, Niella was ready to convert any heathen.*

— Mike Stewart

**2/2**

**Vectis Agents** 3 4 3



**Artifact Creature — Human Rogue** 1 1 0

**1** **2**: Vectis Agents gets -2/-0 until end of turn and is unblockable this turn.

*With their life energy suppressed under their etherium enhancements, thieves from Esper found it surprisingly easy to explore the ruins of Grixis.*

— Chippy

**4/3**

**Vedalken Outlander** 3 4



**Artifact Creature — Vedalken Scout** 1 1 0

Protection from red

*The Seekers of Carmot searched across the unknown lands for the mystical red stone that could reform Esper in ethereal perfection.*

— Puggy

**2/2**



**Zombie Outlander** 4



**Creature — Zombie Scout** 4/2

Protection from green

*The ripe smell of life drifted into Grixis. The dead caught the scent and with reckless hunger followed it back into Jund.*

— Mike Mattum

**Armillary Sphere** 2



**Artifact** 4/4

2, ☉, Sacrifice Armillary Sphere: Search your library for up to two basic land cards, reveal them, and put them into your hand. Then shuffle your library.

*The mysterious purpose of two of the rings had eluded Esper mages—until now.*

— Peter Vohwinkel

**Bone Saw** 0



**Artifact — Equipment** 4/8

Equipped creature gets +1/+0.

**Equip 1** (1: Attach to target creature you control. Equip only as a sorcery.)

*In a world where death is always violent, cruel weapons are as common as rocks.*

— Pete Ventres

**Font of Mythos** 4



**Artifact** 4/4

At the beginning of each player's draw step, that player draws two additional cards.

*Those who drink from Maljega's cup are tainted with hunger and stained with lies.*

— Dave Allrop

**Kaleidostone** 2



**Artifact** 4/4

When Kaleidostone comes into play, draw a card.

5, ☉, Sacrifice Kaleidostone: Add 5 to your mana pool.

*Once broken, who knows what worlds might grow from its shards?*

— Chipmy

**Mana Cylx** 1



**Artifact** 4/4

1, ☉: Add one mana of any color to your mana pool.

*Those who dismiss the cylx as an ordinary wooden bowl are blind to the true measure of its worth.*

— Howard Lyon

**Manaforce Mace** 4



**Artifact — Equipment** 4/4

**Domain** — Equipped creature gets +1/+1 for each basic land type among lands you control.

**Equip 3**

*As the shards merged, relics once thought mundane regained forgotten powers.*

— Jeremy Jarvis

**Obelisk of Alara** 6



**Artifact** 4/4

1 ☉, ☉: You gain 5 life.

1 ♣, ☉: Draw a card, then discard a card.

1 ♣, ☉: Target creature gets -2/-2 until end of turn.

1 ♣, ☉: Obelisk of Alara deals 3 damage to target player.

1 ♣, ☉: Target creature gets +4/+4 until end of turn.

— Jeremy Jarvis

**Ancient Ziggurat** 6



**Land** 4/4

☉: Add one mana of any color to your mana pool. Spend this mana only to play creature spells.

*Built in honor of Alara's creatures, the ziggurat vanished long ago. When Progenitus awakened, the temple emerged again.*

— John Avon







# CONFLUX™

## CARD CHECKLIST

### WHITE

- 1 U Aerie Mystics
- 2 C Asha's Favor
- 3 C Aven Squire
- 4 C Aven Trailblazer
- 5 U Celestial Purge
- 6 C Court Homunculus
- 7 C Darklit Gargoyle
- 8 C Gleam of Resistance
- 9 C Lapse of Certainty
- 10 R Mark of Asylum
- 11 R Martial Coup
- 12 M Mirror-Sigil Sergeant
- 13 U Nacatl Hunt-Pride
- 14 U Paragon of the Amesha
- 15 U Path to Exile
- 16 C Rhox Meditant
- 17 R Scepter of Dominance
- 18 R Sigil of the Empty Throne
- 19 C Valiant Guard
- 20 R Wall of Reverence

### BLUE

- 21 C Brackwater Elemental
- 22 C Constricting Tendrils

- 23 U Controlled Instincts
- 24 U Cumber Stone
- 25 U Esperzoa
- 26 M Ethersworn Adjudicator
- 27 C Faerie Mechanist
- 28 C Frontline Sage
- 29 C Grixis Illusionist
- 30 R Inkwell Leviathan
- 31 R Master Transmuter
- 32 C Parasitic Strix
- 33 R Scepter of Insight
- 34 U Scornful Æther-Lich
- 35 R Telemin Performance
- 36 C Traumatic Visions
- 37 C Unsummon
- 38 U View from Above
- 39 C Worldly Counsel

### BLACK

- 40 C Absorb Vis
- 41 U Corrupted Roots
- 42 C Drag Down
- 43 U Dreadwing
- 44 R Extractor Demon
- 45 U Fleshformer
- 46 U Grixis Slavedriver

- 47 C Infectious Horror
- 48 R Kederekt Parasite
- 49 R Nyxathid
- 50 C Pestilent Kathari
- 51 C Rotting Rats
- 52 C Salvage Slasher
- 53 R Scepter of Fugue
- 54 C Sedraxis Alchemist
- 55 U Voices from the Void
- 56 C Wretched Banquet
- 57 C Yoke of the Damned

### RED

- 58 R Banefire
- 59 R Bloodhall Ooze
- 60 C Canyon Minotaur
- 61 C Dark Temper
- 62 U Dragonsoul Knight
- 63 C Fiery Fall
- 64 R Goblin Razerunners
- 65 U Hellspark Elemental
- 66 U Ignite Disorder
- 67 C Kranioceros
- 68 C Maniacal Rage
- 69 C Molten Frame
- 70 C Quenchable Fire
- 71 R Rakka Mar



- 72 C Toxic Iguana
- 73 U Viashino Slaughtermaster
- 74 U Volcanic Fallout
- 75 R Voracious Dragon
- 76 C Wandering Goblins
- 77 R Worldheart Phoenix

#### GREEN

- 78 C Beacon Behemoth
- 79 R Cliffrunner Behemoth
- 80 R Cylian Sunsinger
- 81 C Ember Weaver
- 82 U Filigree Fracture
- 83 U Gluttonous Slime
- 84 C Matca Rioters
- 85 C Might of Alara
- 86 C Nacatl Savage
- 87 R Noble Hierarchy
- 88 R Paleolith
- 89 U Sacellum Archers
- 90 C Scattershot Archer
- 91 U Shard Convergence
- 92 R Soul's Majesty
- 93 U Spore Burst
- 94 C Sylvan Bounty
- 95 M Thornling
- 96 C Tukatongue Thallid
- 97 C Wild Leotau

#### MULTICOLORED

- 98 M Apocalypse Hydra
- 99 R Blood Tyrant
- 100 R Charnelhoard Wurm
- 101 M Child of Alara
- 102 M Conflux
- 103 U Countersquall
- 104 U Elder Mastery
- 105 C Esper Cormorants
- 106 C Exploding Borders
- 107 U Fusion Elemental
- 108 R Giltspire Avenger
- 109 C Goblin Outlander
- 110 R Gwafa Hazid, Profiteer
- 111 U Hellkite Hatchling
- 112 U Jhessian Balmgiver
- 113 R Knight of the Reliquary
- 114 U Knotvine Mystic
- 115 M Maelstrom Archangel
- 116 R Magister Sphinx
- 117 M Malfegor
- 118 R Meglonoth
- 119 C Nacatl Outlander
- 120 M Nicol Bolas, Planeswalker
- 121 M Progenitus
- 122 C Rhox Bodyguard

- 123 U Scarland Thrinax
- 124 U Shambling Remains
- 125 U Skyward Eye Prophets
- 126 U Sludge Strider
- 127 R Sphinx Summoner
- 128 C Suicidal Charge
- 129 U Vagrant Plowbeasts
- 130 C Valeron Outlander
- 131 C Vectis Agents
- 132 C Vedalken Outlander
- 133 C Zombie Outlander

#### COLORLESS ARTIFACTS

- 134 C Armillary Sphere
- 135 C Bone Saw
- 136 R Font of Mythos
- 137 C Kaleidostone
- 138 C Mana Cylx
- 139 U Manaforce Mace
- 140 R Obelisk of Alara

#### LANDS

- 141 U Ancient Ziggurat
- 142 R Exotic Orchard
- 143 U Reliquary Tower
- 144 C Rupture Spire
- 145 U Unstable Frontier

M = Mythic rare R = Rare U = Uncommon C = Common ○ = Regular card □ = Premium card

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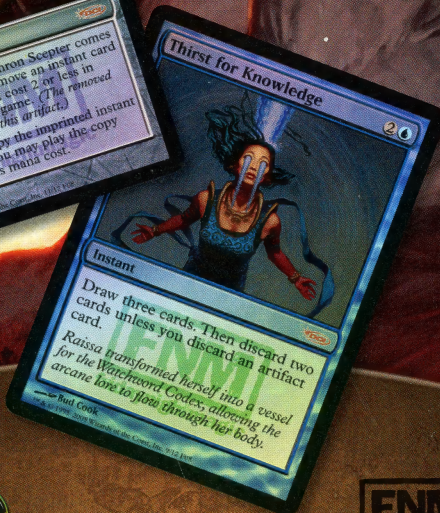
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